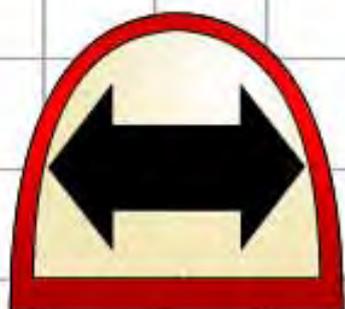


The Sad Muppet Society presents...

Issue 23, Summer 2005



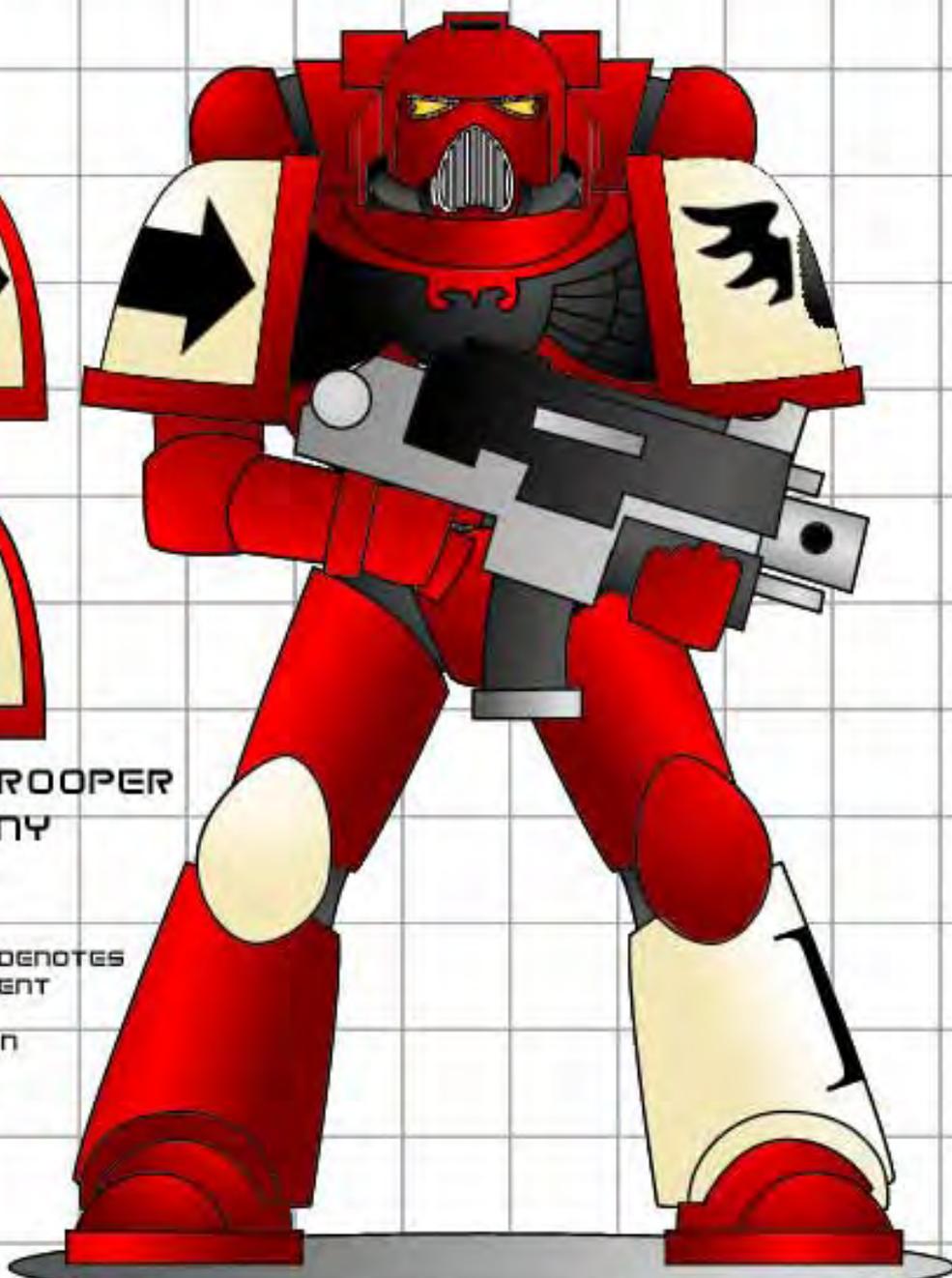
THE NEWSLETTER



TACTICAL TROOPER
2ND COMPANY
2ND SQUAD

KNEEPAD COLOUR DENOTES
COMPANY ASSIGNMENT

SHOULDER PAD ICON
DENOTES SQUAD
AND BATTLEFIELD
ASSIGNMENT




THE SAD MUPPET
SOCIETY



A SMALL MATTER OF HONOUR 05 | TALE OF ONE GAMER
DARK ELДАР TACTICA | ORDER OF SANGUINIUS



Ah, summer, the time of year when Sweden shuts for two weeks, and stuff generally gets busy because everyone else is on holiday.

Despite huge amounts of college work, writing the GCN Campaign Weekend in November, and moving the shed, I've actually managed to paint a handful of marines over the past three months.

Now I need is an HQ, and some tanks...

**Richard (the Rat) Kerry
Chief Muppet**

Front cover:
Tactical Marine

Muppet Merchandise

If anyone wants one, we can get 'Team: Muppet' t-shirts and polo shirts, with the SMS logo on the front and the Team: Muppet logo across the back, as modelled by various folk at the club.

These are £15 each and available in various sizes. Speak to Other Muppet (Dave James) for more info.

EDITORIAL

(THE RAT'S RAMBLINGS)

Ok, I attempt it, I've been totally rubbish getting this summer Newsletter out. However whilst there's a short lull between college assignments, and my boss is on holiday, Newsletter 23 has been stuck together in double quick time!

So what's new?

Well firstly I ought to welcome our newest members of SMS from the Basingstoke Store Veterans. With various policy changes with GW retail they seem to have become 'homeless' and have become a very welcome addition to our club. Oh, and if anyone wants to pop along, they have a rather neat forum at www.ikonk.net/gw.

Following the Open Play fixture hosted at Glebe Hall on the 26th June (vs Spiky Club, Oxford Gaming Club, and Yeovil Wargaming Club), and the fixture against Bracknell Forest Gamers on the 15th August, the SMS is now leading the league! However, certain peoples at Spiky Club have vowed to reclaim their place at the top of the board, so there's still all to play for. Rumour has it that we may even squeeze in a fantasy fixture before the end of the year.

Speaking of the Gaming Club Network, our very own Mr Jenkin should have an article in the next GW club

newsletter chronicling the 26th June, and muggings here didn't duck fast enough at the last GCN Committee meeting and is now a regional rep for the Hampshire and West Berkshire area. Ho hum.

The construction of our Gamesday game is also continuing and various Skaven... devices... have already been seen at the club. With luck, the guys will be ready to test the game in September.

And finally, after just over month, all the tickets for Regarding Retribution (05?) have been sold out!!! I for one can't wait to see what devilish schemes Marks Freeth and Waple have in store for the 12th November, although it should be great fun!

**Richard Kerry
Chief Muppet**

As always I'm on the look out for more articles so if you've got any new rules to test out, want to review something, write a story, or have any other interesting article in mind, email me and you might see it in here next time. Newsletter Twenty Four is due out on the 8th November so I need any articles in the week beforehand at the latest.

THE CLUB

We've now got a club running, so what's the deal?

Well, as the main aim is just to cover our running costs, 'The Meet' on Tuesday nights is going to cost you £2 if you're a member and £3 if you're not.

So how do I become a member?

Sorry, this is going to cost you more money. £5 per year

earns you the title 'Member Muppet' and entitles you to a printed copy of this Newsletter four times a year plus gets you into 'The Meet' at member's rates. In addition to this you can join Team: Muppet, for the glory of, umm, Basingstoke...

So that's it?

Yep, it is. At least until we change our minds...

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One of Dave Driver's loot counters from ASMOH 05

EVENTS DIARY

OR MORE OPPORTUNITIES TO SPEND MONEY

| | |
|------------------------|--|
| 20-21st August 2005 | The Albion Coast Cup Blood Bowl tournament in Southampton. See www.ascd92.dsl.pipex.com/Bloodbowl/ACC/ for more information |
| 3-4th September 2005 | Colours 2005 The normal big show in the south of England, including Spiky Club's Starsmash tournament. |
| 10-11th September 2005 | Armour through the Ages Romans to modern day armour, enactments, and stuff, at Bovington Tank Museum |
| 25th September 2005 | Gamesday 2005 Games Workshop's annual show, for the first time at the NEC in Birmingham. |
| 27th September 2005 | GCN Open Play Fixture: Bracknell Forest Gamers Our first WFB fixture vs BFG in Glebe Hall on club night |
| 1st October 2005 | Open War 4 The 1st Company Veterans 40K, WFB, and EPIC tournament at Warhammer World in Nottingham. |
| 12th November 2005 | Regarding Retribution Our first ever Warhammer Fantasy Battle tournament... |
| 19-20th November 2005 | Warfare 2005 |
| 22nd November 2005 | Forlorn Hope "To win is to lose. To lose is to Win." Combat Patrol with a Twist in aid of Children in Need. See Nick Jenkin for more info. |
| 26-27th November 2005 | GCN AGM & Sabbat Crusade Campaign Weekend Written by little old me, this is the first Dark Stars Campaign Weekend run by the Gaming Club Network at Warhammer World |
| 3rd December 2005 | GCN Open Play League Finals |
| 6th May 2006 | A Small Matter of Honour 06 Our premier Warhammer 40000 event returns for its third outing. |

2005 SMS Meetings "The Meet"

Glebe Hall, Church Street, Basingstoke

16 August, 30 August, 13 September, 27 September, 11 October, 25 October, 8 November, 22 November, 6 December, 20 December



A smiling visitor from Yeovil Wargaming Club!



A couple of photos from the SMS, Spiky Club, Oxford Gaming Club, and Yeovil Club Open Play Fixture on the 26th June. On the left are just seven of Mike Sharp's eight (!) drop pods. Ouch!



Due to time constraints and an ailing memory I can't bring you the full scale tournament reports for Pompey Pillage and Attack so, instead, here's the cut down version with added sugar.

TOURNAMENTS TOWNS TOUR

POMPEY PILLAGE & ATTACK 2005

Pompey Pillage – June 2005

Five games over two days. I took my Deathwing along to this one as the points value was 1500 plus 500 point add-on and they're one of the few armies that can meet this criteria. There's also the other factor that very few people expect someone to be daft enough to take such a small force....

Oh and since they're purple I was able to fully colour code with purple dice and a purple shirt.

Splendid!

Game One vs Imperial Guard (Recon)

Ouch. Got shot about a lot. Two of the Dreadnoughts survived a lot of shooting as they stomped towards the opponent's deployment zone but, eventually, one of them succumbed. The other did really well and earned me some much needed points. Elsewhere only the Crusader remained with every single Terminator dead.

Ended up with a minor defeat thanks to the scoring point value of the Crusader.

Game Two vs Space Marines

This was more like it! 2,000 points so two Land Raiders down for this one. With a wood covering the centre of the board I was able to deploy my whole army away from his Missile Launcher Devastators with Tank hunter and attached Techmarine. We then took apart his whole army.

At one point his Chaplain and Assault Squad charged my Land Raider trying to knock it out with Melta-bombs but failed. Next turn

my Chaplain and assault terminators charged out of the Crusader and hit his assault squad. What happened next was not nice. Each terminator with lightning claws gets two attacks basic +1 for two weapons and +1 for charging – so with four of them that

Lictor.

This was one of those games where, against my normal expectations, everything worked! We shot every Genestealer before it got to us. The Lictor died painfully in combat. We charged the Carnifexes and took them down with so many power fist attacks.

All-in-all we did not lose very much and his army had gone.

At the end of Day one the Deathwing were very scared and feeling a bit sick. Why? We were third out of 24!

Happily day two saw us return to Earth with a bang (well more like a wet thud).

Game Four vs Death Guard (Martin Burke)

Ow. Ow. Apart from his Defiler taking all game to eventually find the range to my Dreadnought I'd say this game was effectively over once the Daemon Prince reached my lines and started tearing through vehicles! He did eventually go down but, by then, the damage had been done.

In the end we had a major loss.

Game Five vs World Eaters

Jeez this was so painful it's unreal. At 1500 points the Bloodthirster, Daemon Prince with everything, Bezerkers, Dreadnoughts and Bloodletters went through my army in under thirty minutes. Nothing left. Nada. Zilch. Not pretty. Not nice. He then had three turns to go marching into the remaining quarters completely unopposed.



gives 16 attacks, with re-rolls because of the accompanying Chaplain. This is then followed by re-rolling all failed to wound rolls thanks to the claw's special rules. Coupled with the Chaplain's own attacks and the terminator with the Thunder Hammer, the enemy Chaplain and squad died to a man.

The other command squad leapt out of their Rhino but, for whatever reason, opted to leave their power armour in the vehicle. It seemed that not a single save was made by John during my next firing phase!

At the end we had a massacre.

Game Three vs Tyranids

New Codex. All Genestealers with extended carapace wotsit. Hive Tyrants but no wings. Carnifexes with lots of nicey-nicey stuff, a Zoanthrope and a lovely

“Assault cannons rock!”

At home that night I sat down and worked out how I should have played that game differently. Deep Strike. I may not have won but boy it might have been a bit closer!!!!

All in all an enjoyable couple of days and I really like using my Deathwing these days. Assault cannons rock! Where did we finish? Eighth out of 24. Not too shabby and I was thrilled by their performance.

Attack – July 2005.

Four games over two days in Devizes. I took my old Marines to this one. An army built using the old Codex and, by the end, their age was beginning to show.

Game One vs Tyranids (Mark Freeth)

Best game of the weekend right here. Mark was my lift for the weekend and I ended up playing him straight away on the Saturday morning.

It was Alpha Level Cleanse and, somehow, we came out with a marginal victory. This was mainly due to a unit of deep-striking Terminators that landed in his quarter and proceeded to not die to the without number Termagaunts which I'd forgotten about.

The other star was a Marine carrying a flamer. During one of Mark's turns the flamer marine's unit had been decimated by a Hormagaunt charge. The flamer fell back fast enough to outrun the gaunts and rallied. He then passed his man alone test and I realised that next turn Mark's Ravens and Hormagaunts would be in charge range of my Devastators and my quarter would fall. They had to be stopped.

So a very nasty plan formed in my brain. Flamer-man moved forward and flamed the Hormagaunts. All but one died. Due to synapse the gaunt didn't run so the flamer-man charged the remaining gaunt. Flamer-man was wounded but made his armour save. He then struck the gaunt with the butt of his flamer and

promptly killed it! D6 sweeping advance then took him into the Ravens. Yes!!! Tied up so they couldn't go charging off. Next turn they killed flamer-man and then died to the firepower of the Devastators.

Elsewhere the Chaplain and his assault squad refused to die as huge swathes of Nids charged into them. The final blow for Mark was when some Genestealers charged in and failed to kill the last two assault marines. Chap with power weapon struck back and killed two Genestealers – enough to take them under half strength and thus no longer a scoring unit. Nice.

Game Two vs Space Marines (Greg Batchelor)

Lots of plasma cannons, missile launchers, Dreadnoughts and Vindicators here. Suffice to say that we got shot to pieces. My Devastators took a couple of casualties and ran away as fast as they could – which took them off the battlefield!

Next up my tank-hunting Terminators took out one of the Vindicators but, in turn, were taken to the cleaners by lots of small arms fire and, finally, a Dreadnought. The only other piece of good news for my army was when the heavy bolter armed Scout looked around for a target and saw the backside of a Dreadnought. He fired and bang went the Dread; destroyed by a Scout with a Heavy Bolter.

We were massacred.

Game Three vs Alpha Legion (Alex Fennell)

Alex won this event last year and has been a regular tournament goer for years and years. This was going to be really tough. His army has no vehicles. Just infantry, Raptors and two Obliterators. His Havocs all infiltrate.

In the end we traded shots and the deep-striking Terminators did give him pause for thought but, eventually, they were whittled to under half-strength. Elsewhere Flamer-

Man was having a ball when his unit survived a strike by Raptors. Somehow the Raptors only killed one marine and we did the same in return. However, they did a hit and run and came back later which killed everyone except flamer-man. He then proceeded to flame and charge in. This time it didn't work and he died horribly! I had around five models left on the table at the end. The only wound on the Obliterators was caused by their own plasma gun (that's a 1 to hit, re-roll a 1, then a 1 for failed armour save).

We'd got a couple of points so not quite a massacre.

Game Four vs Space Wolves (Gary Batchelor)

Another brilliantly painted army from Gary and, what's more, it wanted to give me a nice big hug. You know, however, that you're in for a bad game when the Predator is removed by an Assault Cannon that gets a six on the glancing table. Hmm.....

Once again Space Wolf Scouts proved to be my undoing as they destroyed my Devastators and thus cut a huge amount of my firepower out. My Chaplain and assault squad did take care of some nasty grey chaps but then a Dreadnought knocked on his Rosarius – he survived three or four thwacks but eventually went down.

Flamer-Man was charging again as we denied them a charge on the hill by racing into them instead. It worked as they ran away from combat temporarily. We died sometime later but brownie points for forcing an assault unit to think twice about charging.

The Terminators deep-struck again and went down to every conceivable weapon they could but, before they went, they made several invulnerable saves and took at least one squad down to non-scoring.

It wasn't pretty and ended up as another major loss.

By the way: next time you see Gary at an event ask him

whether Clinton, my son, is allowed to roll dice for you. Be interesting to know his response...

All in all I enjoyed the weekend and losing three out of four games would normally not worry me too much. This time, however, it was the sheer scale of the defeats (nearly all massacres) that has prompted me to look more closely at my tournament desires.

Do I want to turn up with a fluffy army to a competitive arena and watch as it gets dismantled over and over again? Or do I want to have a more competitive edge and start building an army designed to beat the armies I lost to, thus building up my self-confidence?

Tricky one but, at a wild guess, it isn't going to be option one.....

Nick Jenkin
Trapped At Work Muppet



After six months in 2005 where everything seems to have gone wrong I've decided to pull myself together and re-find what I like to term my gamer self¹. It's time to re-kindle my desire to play GW games.

Notes

1 The self that says "I want to play today and have fun", rather than grumpy head self that's currently residing at the top of my body.

2 I like vague. Vague as in it'll be ready for Regarding Retribution but I'm not going to tell you which one. To quote 3D Realms: It's done when it's done.

3 Really must return that scope. Probably a submarine out there somewhere with no method for seeing where it's going.

4 Please note that the true original shelves of holding are situated at Mr. Freeth's home. Mine pale into nothingness compared to his. I realize that I have no licence to use the name and that I really should pay some royalties – the only problem being he'd use the money to buy more figures for the shelves...

5 Which will not please GW but will go down well with She who must be obeyed!

THE TALE OF ONE GAMER

Outside of personal issues I've realized that one of the major problems this year has been my desire to finish my Tomb Kings and to play/learn other gaming systems beyond 40K. I now surrender to the fact that this was not a good plan. I like guns too much. I love 40K. It's 40K that I enjoy playing, discussing, building etc and so it's back to 40K I go. The Tomb Kings are not completely forgotten though. I will return to them now and again to ensure that, somehow, they're all done by Regarding Retribution 2006 or 2007. Something nice and vague².

All other gaming systems beyond 40K are hereby dropped as well. BFG will be picked up again in the future and so will Necromunda but I don't see a future for Blood Bowl and all the others are not even on my scope³.

I'm also suffering from tournament stress. This is defined simply as "my armies are being creamed and I need to stop the rot". So I'm going to build a tournament specific army from the Space Marines Codex. No time lines yet but I have decided on the full 1500 and 2000 point army lists. Now all I need is a budget and time. All very top secret and I'm not going to tell you anything about them. So there!

Beyond that army I'm also returning to what I do best. Multiple 40K Army building! I've got seven fully painted armies that can all stretch to 1500 plus points. That's not enough for me. Time to restart that bit of the hobby that I really enjoy – designing, building and painting new armies from scratch. I haven't done anything like this since the Daemonhunters appeared over nine months ago.

Where to start then? Well, I've done a stock count at home of my version of the

Shelves of Holding⁴. Suffice to say the results of all the unpainted items was scary; some of the items I don't even remember buying!!!

So here's the current plan.

Four of my armies are at 2000 plus painted points: Dark Eldar, Iron Warriors, Deathwing and Space Marines. These armies will have nothing added to them until or if a new codex is released – they will then be re-appraised and new stuff added if I fancy it.

My other three armies have 1500 plus painted points: Necrons, Daemonhunters and Witch Hunters. There is enough stuff on the shelves to get these armies to 2000 points without spending any more cash⁵. So that's part one of the plan. Between now and the next SMS Newsletter I will build and paint all the bits to turn these armies into 2000 plus point armies.

Once they get to 2000 points there's no need to go any further. I think I've only ever played two or three games where I've fielded higher than 2000 points so no real need to go higher plus I can always use allies.

So what happens after that then? Well, that's the crazy bit!

From doing the stock count I now know that I have enough bits at home to paint one complete 1500 point Chaos army, another Chaos army up to 1000 points and then I have just enough for three full troop choices of a third Chaos army. I have a thing for the Chaos Codex it seems! I've had some of these bits since the first time we went to Games Day, therefore I obviously need a challenge in order to get them painted.

So I've come up with the following:

The next Newsletter (October-ish I believe) will mark the true beginning of

the Tale of One Gamer. Every Newsletter after that will feature a brand new, fully painted, 1500 point Chaos Army. Yep. You did read that right. Every three months I will complete a new army. I will also ensure it has its first game so that I can put in a little battle report with each article.

I'm mad aren't I??? It's actually the only way I can think of to get all my outstanding models painted in a very quick space of time. She who must be obeyed wants to see progress before I buy in anything new! Frankly that's as good a reason as any; that and the fact the shelves are beginning to sag.

I'll ensure there are nice photos and how I've gone about building the armies; plus a painting guide and an idea as to why I picked that army in the first place.

Some of you may well be asking what Chaos armies are you planning to build? Well, I have them all planned out but I will only tell you two things:

1. I'm not building one for each god.
2. The first army is the Thousand Sons, but in keeping with my usual practice, they will not be wearing blue and gold.

Once all four armies are complete to 1500 points I will probably expand them to 2000 points but, for now, 1500 will do just fine.

What's the ultimate aim for me? Simple. I have only one goal in life for my 40K army building:

I will have at least one army from every Codex (bar campaign specific) that is released by GW.

Simple, huh? Yes. I am...

Wish me luck. Provide covering fire chaps. I'm going in...

**Nick Jenkin
Army Muppet**

NO MORE MISTER NICE TAU

Is it my imagination or are a lot of sick, twisted, and down right bready armies starting to appear on the 40K circuit. And I don't mean your average all infantry horde of death here either.¹ Since 4th edition and the death of the Rhino Rush, a lot of players have been looking for the next most devastating tactic. Unfortunately Space Marines have been the main culprit; the Rhino Rapid Fire Rush, the three Vindicator army, the Assault Cannon Army of Death, and my personal favourite, the Drop Pod Army of Doom.

Now in fairness most armies have their own variants of these, so what's the little blue guy to do? Umm, well the mechanised Tau idea where all our little blue guys are mounted in tanks is one solution and even so this doesn't quite have the beard I'm looking for.

So next idea: Battle suits.

This is one particular variant of the one-trick army I was keen to avoid when I first started my Tau army three years ago.

However since then, and since the arrival of several other 'nemesis' armies to the tournament scene I've come back to battle suits as a way to add even more firepower into my Tau army, and because I just like the thought of lots of big battle suits bounding across the battle field.²

Looking objectively at my existing Tau army, one of the big problems was that the Fire Warriors spent the entire game protecting their attached Etheral and acting as a mobile reserve. For the new version of the First Naval Cadre, that Etheral was going to have to go so

those Fire Warriors could do a bit of Devilfish rushing (move the tank, hop out, rapid-fire people to death), and as I needed two compulsory choices that would be two Devilfish stuffed full of Fire Warriors then.

The first thing to do was to play around in army builder. These computer programs (I've got the GW ones) are great for mucking around with different army ideas and concepts. In this case I wanted to keep the core



Shas'el Mesme, my newly promoted field Commander

nastiness of my Tau army, so in went the two Devilfish mounted Fire Warriors and my two Hammerhead tanks³, and my new army theme would fit in around the cracks.

The next unit on the list were my two BroadSides. These had originally been added as a top-up unit to the First Naval Cadre simply because I had the models (ok, I picked them up cheap). However, as move OR shoot units they didn't really fit my style of play. This time around I was determined to fit them in to the standard 1500 point army list and figure out how to make them

work. I mean, it's not as if two twin-linked railguns wouldn't come in handy against someone...

Having filled up the Heavy Support section of the list, the only thing left to do was to decide on the Crisis Battle Suits I would take. The first decision was easy. I already had three Fireknife⁴ configured battle suits sitting in the box so that was my first unit. And then working on the principle that you can never have enough plasma rifles and missile pods, I added another team with two more suits (purely because I didn't think that three Crisis suits could take on a full Space Marine unit). The last two units proved to be the most difficult to decide on. However after facing Bert Bassett's Lost and the Damned army, I decided we needed a little horde thinning firepower, so the last elite slot would be filled with Stealth Suits. Six of them.

That left just enough points for a Shas'el to lead the army. Strangely enough he also ended up with a plasma rifle and a missile pod (well, you can never have too much of a good thing can you?).

So there you have it. 1500 points with four tanks and fourteen, yes fourteen battle suits. Now I just need to paint it and test it...

Richard Kerry
Blue Muppet



Tau and 4th Edition

Tau seem to be done fairly well out of the latest edition of 40K. Although controlled drones have been squarely nerfed, changes in the rapid fire rules have made the humble pulse rifle one of the nastiest basic weapons in the game. And then there's the markerlight thing. You see any unit hit by a markerlight guided weapon loses their cover save. Very nice for cracking open those entrenched positions. Finally, there are the changes to the vehicle rules which allow fast vehicles to shoot one main weapon and all their defensive weapons if they move between 6" and 12". Very nice for that Hammerhead with the multi-tracker.

Notes

1. Such as, for example, 157 guardmen.
2. I personally blame the new Ogre Kingdoms fantasy army for this.
3. Hammerheads are simply great.
4. XV8 suits equipped with a missile pod, plasma rifle, and a multi-tracker so both can be used at the same time.



7th May 2005. One year on from our first large Warhammer 40000 tournament, it was time for the second instalment of A Small Matter of Honour.

HOME OF THE BRAVE AND THE MAD

A SMALL MATTER OF HONOUR 2005

After ASMOH last year, word had got out about our little tournament and much to our shock and amazement, all thirty places were gone by the first week of January, a full four months before the event itself!

So with a full complement of thirty players we setup again in Church Cottage on Saturday morning for another day of mayhem and madness.

Whilst the players rolled in and got their breakfast¹, official army scorers Nathan White, Antony Walls, and

Round Two: All Hell

Mark's opponent on table one (the new colony board I built) was James Balfe, a visitor from Battleforce Pompey. Now, flicking through the various army lists, myself, Mr Barter and Mr Jenkin had already identified those armies we thought were particular nasty. For example young Greg Batchelor had managed to bring six plasma cannons, a couple of vindicators and the compulsory assault cannon equipped dreadnoughts to the party; Mick Lock had a couple of HUGE drop pods. And then there was David OJ's 500 point Space Marine HQ.



The commander of Greg Batchelor's very nice Space Marine army



And Paul Smith's Roman style Space Marines

Ross McNaughton systematically worked the hall scoring the various armies for painting, background etc. Thankfully almost all of the army lists had been checked by the rest of the tournament team before the day² so as soon as the three lads were finished we were ready to start the first game.

Round One: Night Patrol

The first game of the morning was a bit of an ice-breaker. A quick 400 point game to determine the pecking order before the big games started. One of the first results in was from Mark Waple's game against Paul Smith. Scarily enough Mark earned his way to the top table for game two with easily the best results of the first round. And Mark wouldn't be the only muppet to make it to the stage³ during the day.

Anyway, James' marine army as far as we could tell didn't appear to be in the really nasty category. So when Mr Waple was comprehensively trashed I have to admit I was a tad surprised.

At the other end of the hall, another member of

Battleforce Pompey, Martin Burke, was dishing out much the same level of punishment to Dan Currey's slightly deviant Sisters of Battle, earning his place on the stage for round three. Also somewhere near the kitchen⁴, our very own Mr Russell (aka Money Muppet) put in the best home performance annihilating Jacob Curran's very nice 'Alien' inspired Tyranids. With a few of the games overrunning, lunch ended up being slightly shorter than expected so half an hour later we were ready for round three...

Round Three: A New Day

With everyone back from the club and the results in from round two, it was time to announce the tables for the first game of the afternoon, a variant of the Secure and Control scenario from the



The view from the stage for game two

A SMALL MATTER OF
HONOUR 01



Proof!!! Paul Russell on the table one!



Dave Offen-James Sabretooth's on their display base. Umm, pretty...

rule book. Because Mr Balfe had managed to win every game he had played on the top table, we decided to shift him onto table two, the airfield, for a bit of a change. His opponent this time round would be another member of

With all those agonisers, if Paul remembered how his army worked, he could pickup some easy points. Another muppet, (Little) Nik Doran, was on table five with his all infantry Chaos Space Marine army of doom. On

kept him on the top table for the fourth game in a row. However, having done tables one and two, Mr Balfe was on table three for the last game and playing Chris Revell and his very pretty Legion of the Damned.



Mike Lock's HUGE drop pods land in the city

paper 70 odd marines look really scary, however I don't think Little Nik was prepared to fight Greg Batchelor. Now I've played Greg on two separate occasions and he does have a nack for designing evil armies. Something he proved last year when his Knights of St John (a

On table two Greg Batchelor's plasma shooty army of death had a firing line setup against Martin Burke's Death Guard. Funnily enough, two turns later Martin's army was a mess after trying to run toward Greg.



Helen (aka, the evil temptress) does the rounds

Battleforce Pompey, Phil Curran, along with his Black Templars. However, the big surprise of the weekend was on table one.

As anyone who has met him will know, Paul Russell isn't the world's most competitive soul⁵. So when he had to drag his army to the stage, nah, table one even, I think he was a little shocked. In the colony, his Dark Eldar were about to face Martin Burke's small but ever so tough Death Guard army.

Templar based army) wiped out Ian Jones' Necrons in three turns. Nik's Batchelor experience started on turn one. Lots of marines in tight formation, versus plasma cannons... Suffice to say Mr Doran was putting fistfuls of bad guys back into his box and Greg was on his way up to the stage for the last game.

Game Four: Out of the Frying Pan

James Balfe's now quite puzzling army selection had

In the middle of the hall, our defending champion, Kris Pugh, who hadn't had a spectacular day so far, got in first result of the round after destroying Mr Jaye's Orks in double quick time and gaining the most decisive victory of the day to boot. On the top table, another muppet, and now Manager of GW Salisbury, Mike Lock, was facing Mike Barnett's Dark Eldar, his Flesh Tearer's 'nemesis' army. Whatever scared Mike about Dark Eldar, he obviously got over it because by the end of

| | Player | Army | Generalship | Army | Quiz | Total | Sportsmanship |
|----|-------------------------|----------------------|-------------|-----------|------------|-------------|---------------|
| 1 | James Balfe | Space Marines | 69 | 10 | 1.0 | 80 | 8 |
| 2 | Mike Lock | Flesh Tearers | 63 | 12 | 1.2 | 76.2 | 6 |
| 3 | Martin Burke | Death Guard | 56 | 16 | 1.3 | 73.3 | 6 |
| 4 | Greg Batchelor | Space Marines | 55 | 16 | 1.0 | 72 | 6 |
| 5 | Dave McCoy | Speed Freaks | 50 | 18 | 1.1 | 69.1 | 5 |
| 6 | Kris Purgh | Salamanders | 56 | 10 | 1.2 | 67.2 | 4 |
| 7 | Chris Revell | Space Marines | 51 | 12 | 0.5 | 63.5 | 7 |
| 8 | Gary Batchelor | Space Wolves | 47 | 14 | 1.0 | 62 | 8 |
| 9 | Philip Curran | Black Templars | 45 | 12 | 1.0 | 58 | 6 |
| 10 | Andy Barnett | Space Marines | 47 | 9 | 0.6 | 56.6 | 7 |
| 11 | Alex Mason | Thousand Sons | 42 | 1 | 1.4 | 54.4 | 6 |
| 12 | Jacob Curran | Tyranids | 37 | 14 | 1.1 | 52.1 | 5 |
| 13 | Mark Walker | Death Guard | 37 | 12 | 1.5 | 50.5 | 3 |
| 14 | Murat Hassan | Chaos Space Marines | 43 | 7 | 0.3 | 50.3 | 1 |
| 15 | Maracus Bennett | Witch Hunters | 37 | 10 | 0.9 | 47.9 | 11 |
| 16 | Ian Courtney | Deathskull Orks | 32 | 13 | 0.9 | 45.9 | 9 |
| 17 | Andy Driver | Dark Angels | 33 | 12 | 0.8 | 45.8 | 5 |
| 18 | Mike Barnett | Dark Eldar | 36 | 9 | 0.7 | 45.7 | 3 |
| 19 | Paul Smith | Black Templars | 30 | 15 | 0.6 | 45.6 | 6 |
| 20 | Dave Driver | Imperial Guard | 31 | 13 | 1.1 | 43.1 | 6 |
| 21 | Nick Doran | Chaos Space Marines | 34 | 8 | 1.1 | 43.1 | 6 |
| 22 | P Jaye | Orks | 33 | 9 | 0.9 | 42.9 | 4 |
| 23 | Paul Russell | Dark Eldar | 36 | 6 | 0.6 | 42.6 | 5 |
| 24 | Dave Offen-James | Space Marines | 21 | 18 | 0.9 | 39.9 | 9 |
| 25 | Daniel Currey | Witch Hunters | 29 | 9 | 1.1 | 39.1 | 6 |
| 26 | Mark Freeth | Tyranids | 29 | 9 | 1.0 | 39 | 9 |
| 27 | Antony O'Boyle | Tyranids | 27 | 11 | 0.9 | 38.9 | 1 |
| 28 | Mark Waple | 13th Company | 30 | 8 | 0.5 | 38.5 | 12 |
| 29 | Jonathon Jones | Tau | 19 | 8 | 0.9 | 27.9 | 5 |
| 30 | Matt Finch | Witch Hunters | 15 | 11 | 1.0 | 27 | 7 |

them, earning both players a draw and Martin third place. Back on table three, James wasn't having it all his own way for a change and Chris Revell was making him work for his points. But in the end the Legion of the Damned crumbled and James got himself another win and the top prize in the process.

The Prizes

At the end of the day, the top three players were James Balfe, Mike Lock, and Martin Burke, with Mark Waple getting best sportsman and Matt Finch getting the wooden spoon.⁶

Best army was a little bit more difficult, especially considering the fantastic quality of all the armies on the day. In particular, Paul Smith's and Greg Batchelor's Space Marine armies were very nice and both pretty much scored maximum points for painting. However, two armies from SMS got the best army score of 18 points each; Dave Offen-James' Sabretooths with its chapter symbol shaped display base, and Dave McCoy's entirely converted Bike Ork army; and as Dave McCoy got the highest

Notes

- 1 The kitchen staff, Ruth, Helen, and V, were doing an excellent job supplying bacons rolls and full English Breakfasts!
- 2 And checked more than once in some cases...
- 3 Where the top tables were.
- 4 Well, there has to be some kind of bonus for doing badly.
- 5 Unless you're playing Battlefleet Gothic
- 6 Or the 'staying closest to the kitchen' prize.

the game the evil pixies had been turned into a pasty mess and the Flesh Tearers

had rapidly climbed up the board to claim second place.

Next door, Greg's game had shifted against him very quickly once Martin's Daemon Prince had got into his lines. The massacre of Death Guard suddenly became a massacre of space marines. In the end, 17 victory points separated

score between them he walked off with the prize for best army.

And finally, Mark Walker was the saddest muppet with the best quiz score of 15 out of 20.

All in all, A Small Matter of Honour 05 seemed to be another roaring success. Same time again next year?

Richard Kerry

ASMOH 06 Muppet



Nick Jenkin and Nathan White point out who's really running this event. Err, back to work lads!

ARMY BUILDING FOR ASMOH 06

After reading Matt's article last time about building an army as cheaply as possible I thought "That's right up my alley". Those of you who know me well will know spending money is one of my fortes. So having just purchased a Greater Demon of Tzeentch at a knock down price, Chaos beckoned.

The first thing to do decide which, Warhammer 40000 or Fantasy? Well I have 2000 points Chaos Fantasy, so that's a no brainer, 40K it was. How to get a codex for next to nothing, Oh look a birthday coming up. So on top of the list of wishes, in big bold letters "Codex Chaos Space Marines, and a Carnifax, if you don't mind" So now I had the book and a HQ choice (obviously not the Carnifax), what next?

Simple, pop around to Dave O.J and Susan's place. and whilst chatting mention my

scheme. Three Terminators and two special figures later and a Red Corsairs Army looked good. Back home and a rummaging in my bits box revealed twelve Sisters of Battle given to me when I purchased some Tyranids off a friend from Reading several years ago. Two units of six, that would be compulsory troops then.

News of my hunt spread. Five armless marines from Mr Kerry quickly followed, then I sent my email out "On the scrounge for bits" and the result was overwhelming. Mutation sprues and backpacks from Ross, followed a day later by more Marine bodies and shoulder pads. A few spare Space Wolves sprues from Mr Kerry (mysteriously missing meltaguns), four Terminators and several really old Marine models from Nathan "Sorry can't make Tues, college you

know" White and the force was growing. I now had two HQ's, a retinue and a unit of Terminators. The troops had grown and a Unit of Possessed had joined in. The armless marines still needed Heavy weapons but they will become a Unit of Havocs once I get there.

Now came Tuesday 2nd August. I brought down my bits collection and started swapping pieces. Dave Driver and more Terminators, more chaos backpacks, arms, bolters and shoulder pads. Once home I sat down did the accounts for the club and then looked though my "Goody" bag. After sorting into groups, now ten termies I totalled up the points. 1303 with no weapon upgrades on the termies add these in plus the Havocs (must get heavy. weapons) and a Predator (any one out there with an

unpainted unassembled Predator they'd care to give me....No?? Oh well don't ask, don't get.).



So I say thank you gentlemen. Your work is done. I will buy that Predator, and the heavy weapons for my havocs and termies, but all in all not a bad start. In ten days of receiving the Codex I have gathered over 1000 points or models without spending anything. So this army may look weird, it is, its made up of components drawn together in an organic manner, just like the Red Corsairs described in the codex. Thank you again, I couldn't have done it without you guys and your generosity; I just hope you are as generous when you face it at ASMOH 06. I liked playing on the top table and now I have armour saves...

Paul Russell
Cheap Muppet

AS THE DUST SETTLED...

... WunderWotzit felt rather pleased with himself. Surveying the destruction (or mess) on the battlefield, he considered himself the greatest shamen that ever lived - a legend in his own tiny mind!

He admitted to himself that he'd initially felt rather nervous being given command of the uffGitz Waaagh by War Boss ArdSod BadBreath, especially as he knew he'd be in for a right kicking if he failed to `pagga' the bunch of night gobos he'd been sent to `sort out'. Now, looking across the scene of chaos, he was chuffed! Running over the battle in his head (mind would be too strong a word!), WunderWotzit relived the main points. His `fast attack' on the left had gone horribly wrong - he still couldn't believe that his opposite

number had managed to cast `Waaagh' causing NiftyNobbo's wolf boyz and a chariot to charge headlong into the spinning dance of death that was three fanatics! Mind you, the snotling pump wagon that subsequently held up (for most of the battle) one of the largest mobs of night gobbos he'd ever seen did bring a smile to WunderWotzit's gnarled visage. It was a shame about DimWitz and his mob of night gobbos - it was hardly surprising that they got ran into the ground but, never mind, there were plenty more where they came from! Finally, he made a mental note (soon to be forgotten - oops, there it goes!) to reward the gobbos manning the chukkas - for once, they'd earned their place in the Waaagh, contributing greatly to the

demise of the GreatBigGit that the enemy had brought with them.

He chuckled to himself, small green bolts of energy sparking from his eyes, watching the remnants of a squig herd bounce gleefully around snapping at the heels of fleeing gobbos. Across the entire battlefield, the last remaining whirling loonies were being cornered by the boyz, carefully corolling them into the woods. In front of him, the last remaining night gobbos were running as fast as their little legs would carry them away from his victorious Big `Uns. To his left, TurdBrainz boyz were squabbling again - it really wasn't a clever idea to have the standard bearer facing the wrong way all the time! He'd have a word with TurdBrainz later - WunderWotzit had a really

good ideal of where to stuff his knobby staff that'd teach TurdBrainz a lesson he wouldn't forget!

All in all, a good day of gobbo bashin'! WunderWotzit gave a grunt of thanks to Mork and turned around. Time to head back to ArdSod with the news of his glorious victory. Perhaps he'd get a bit more respect now - maybe his own tent with a couple more snotling servants. Even better, he could get TurdBrainz to take over his chore of having to brush ArdSod's teeth - he didn't get the name `BadBreath' for nothing!! Now if only he could remember the direction of the main camp?!

Duncan Stratling
Orky Muppet



This little project began last year with five scouts which took about a month to paint. The plan was originally to expand my Blood Angel's, however with all the various marine bits I had lying around in boxes and the improvement in my painting skills since doing the Blood Angel's about five years ago, I decided a slightly more ambitious project was in order.

While the Warhammer 40000 scale Order of Sanguinius probably won't see battle until late this year (hopefully), the Epic variant of this army has quickly taken shape.... including the 16 Land Raiders!!!

Richard Kerry
Red Gore Muppet



INDEX ASTARTES:

THE ORDER OF SANGUINIUS

The origins of the Order of Sanguinius stretch back to the founding of the Imperium and the time of the Primarchs. Derived directly from the first founding chapter, the Blood Angels, this fourth founding chapter's history stretches back to a time when the Imperium took on its current form.

Origins

The Blood Angels were one of the twenty original legions created at the dawn of the Imperium to bind the galaxy together during the Emperor's great crusade. Their Primarch, Sanguinius, was forever at the Emperor's side and in the final days of the Horus Heresy was infamously struck down in single combat with the traitor warmaster. Although his broken body was reclaimed along with the Emperor's after those final events had been played out, the imprint of his death had already marked his legion.

The Blood Angels had always initiated the transformation into a space marine by injecting an aspirate with a sample of Sanguinius' blood. When he died the practise was continued and some of the dead primarch's blood contaminated the legion's gene-seed. Unnoticed by the legion and the wider galaxy, a critical flaw had been introduced into the Blood Angels.

As the Imperium was rebuilt, Roboute Guilliman's Codex Astartes heralded the end of the Space Marine Legions, and the Blood Angels' flaw was passed on to all seven of their successor chapters. Although not obvious at first all of these chapters apart from the Blood Drinkers began to drift away from Guilliman's ideals over time.

Among these chapters, a conclave known as The Order, was established so information about the Flaw could be shared in the hope that a cure might be found. By the 32nd millennium The Order had used the considerable resources at its disposal to secure a number

of gene-seed samples stored on Terra since the Great Crusade. Although still Blood Angel, these samples were untainted by Sanguinius' death and the later errors in gene-seed reproduction and provided hope for those chapters beginning to show the first signs of the Flaw.

The Fourth Founding provided an ideal opportunity to test this gene-seed and to create a new Blood Angel's successor Chapter, in theory without the Flaw that already marked the sons of Sanguinius. Although initially reluctant to create a new chapter from the Sanguinius' gene-seed, Chapter Master Quintus of the Blood Angels managed to persuade the High Lords of Terra otherwise. Supervised by its first Chapter Master, Barakiel, formerly the Lieutenant Commander of the Angels Encarmine, the Order of Sanguinius was eventually founded in 752 M33 after the new chapter's gene-seed had been subjected for almost twenty years of the most vigorous purity tests.

However, despite the perfection of their initial gene-seed, even this new chapter has slowly fallen victim to the Flaw. In keeping with the precepts of the Order that preceded it, the Order of Sanguinius has been one of the most secretive of chapters, happy to be confused with the Blood Angels or other successor chapters, recorded in their our Librarium the Order has a glorious history and many victories to their credit. But all the time the Flaw is still there and all the time they are searching, searching for a cure to the incurable.

The Gideon Campaign

Gideon IV was a prosperous hive world at the edge of Imperial space.

Rediscovered and bought into the Imperium during the Great Crusade by the Ultramarine Legion, life had continued here pretty much unaffected by the politics closer Terra. However in the opening years of the 37th millennium that changed.

Using the remoteness of the system to their advantage, a warlord known only as Raven 29, struck at Gideon IV, quickly overwhelming the planet's defences.

Suspecting the hand of the old Word Bearers legion in the assault, two companies from the Blood Angels and the entire fighting force of the Order of Sanguinius were ordered to restore Imperial control.

Approximately two months later the two task forces arrived in system finding the planet transformed. Raven 29's conquest of Gideon IV was almost complete and a huge proportion of the population had either been slaughtered to the Dark Gods or were kept by their new masters in chains.

Using intelligence from the few remaining loyalist forces, Commander Gabriel of the Blood Angels launched a daring assault to assassinate Raven 29 while the Order of Sanguinius engaged other key targets on the ground. The gambit almost worked. However despite getting very close to their primary objective the Blood Angels were all but annihilated. With the trap strung, the Imperial Fleet was ambushed in orbit, leaving the Order stranded on the surface.

Using the millions of captives harvested the Word Bearers summoned daemon. For three whole years the Order of Sanguinius held off the flood and gradually wore down the traitor marines. In a final

despite counter-offensive, Chapter Master Kason and the elite remains of the Order destroyed the last slave pens the Chaos Lord had built and drove him away from the world. However their casualties had been horrific and Kason himself was felled by a mighty Bloodthirster during the last days of the war. Gideon IV still remains an Imperial world to this day, although it is now a hollow echo of its former glory. Barely six million souls inhabit this world where before the war the population was in excess of forty billion. And opposite the governor's place stands a statue of Commander Kason, a testament to the tenacity of the Order of Sanguinius.

Home World

Originally a space-borne chapter, the Gideon campaign in the 37th millennium seriously weakened the Order of Sanguinius. Although victorious, the Order had lost almost eighty percent of its fighting force and was in no position to take on another crusade; so they decided to establish a secret base somewhere out of the way, somewhere they could regain their strength.

In the Einios sub-sector, St Michael proved to be an ideal location for the chapter to lick its wounds. In orbit, the chapter set about building a vast naval yard capable of working on the chapter's capital ships, including two battle barges. Two hundred years later construction began on a new fortress-monastery on the site of an abandoned Salamanders' outpost in the mountains on the northern continent. With most of the fleet scattered across the sector, this became the chapter's new home.

St Michael itself was, and still is, a rugged, largely temperate and undeveloped world. The unsophisticated human settlers have proved time and again to be ideal initiates for the chapter. In

addition to this, the masters of the Order of Sanguinius have also been keen to recruit initiates from off-world as well, including initiates from holy Terra itself.

Organisation

Although formed quite strictly around the principals of the Codex Astartes, the Order of Sanguinius is still under strength, organised into just seven companies, six battle companies plus a scout company. Despite its reduced strength, the Order of Sanguinius can deploy almost a full range of marine hardware.

In accordance with the air of secrecy that surrounds the Order, the chapter symbol is only normally worn openly by battle brothers assigned to normal tactical operations. Battle-brothers inducted into the 7th Company, and those assigned to high-risk operations (such as those associated with terminator duties) instead bear the unofficial chapter insignia, an upside-down triangle topped with a circle which is representative of the Order's Terran origins.

It is also interesting to note that the Order of Sanguinius also shares remarkably similar heraldry to the Blood Angels although the chapter uses a codex scheme to denote operational assignments (Tactical, Assault or Devastator duties) and company heraldry is normally present on the right knee pad.

Combat Doctrine

Whilst the Blood Angels and their successors are primarily assault forces, The Order of Sanguinius is very much a more rounded and flexible chapter. However their Blood Angels' roots are still evident in the older veterans who are more likely to take on close assault roles than others in codex chapters.

The Order does not have either numbers to charge into every melee, making it much more suited to surgical attacks.

Beliefs

Despite being affected by the same curse as the other Blood Angel successor chapters, the Order of Sanguinius have a far more pragmatic view than their counterparts. Because the chapter is relatively young, the Order's medics still are optimistic that a cure will be found for the Black Rage. An optimism borne out by the very low numbers of Battle-Brothers succumbing to the curse until the chapter's recent history.

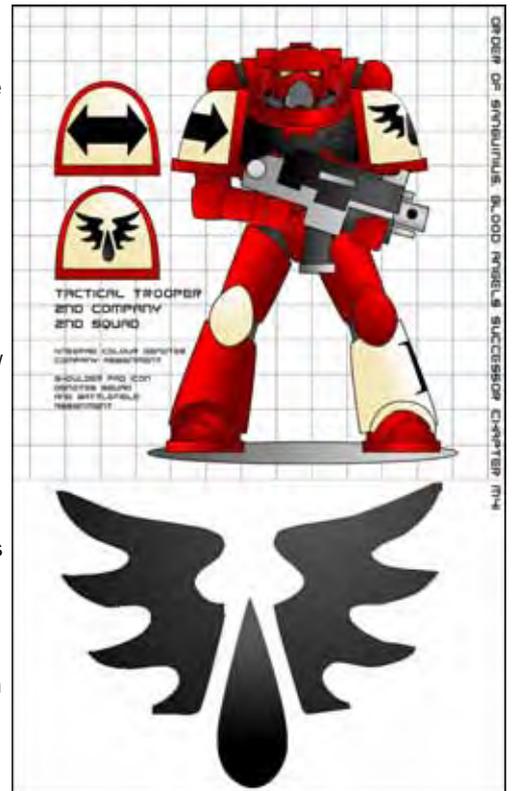
Where as the Blood Angels have a tendency to pursue the arts, the marines of the Order, and in particular their Librarians, have a passion for acquiring knowledge and studying history. Considering the chapter's fortress monastery has only existed for two and a half centuries, the Order has amassed an impressive collection of works on St Michael.

Gene-seed

As has been noted elsewhere, the gene-seed of the Order of Sanguinius is remarkably pure and extremely stable, all the more surprising because it was derived from Blood Angels stock. Although, the flaw has been identified within the legion, the rate of deterioration seems to be much slower than in other Blood Angel successor chapters.

Battle Cry

"Honour and duty!"





Darkness. Torture. Soul devouring. Firepower. Assault. Speed. How can you not love an army that does all of these and more?

Last time in "Your Soul will be Ours" we covered the HQ and Elite units of my army. This time we'll concentrate on the backbone of the very same army – the Troops. If all goes to plan we'll also cover the Heavy Support and then look into some of the tactics of how they all work together.

YOUR SOUL WILL BE OURS!!!

TACTICA: DARK ELДАР, PART DEUX

Tactics

How, I hear you ask, does all this lot work together then?

Here's the secret. It's different in every battle! Each unit can do two or three jobs really well so I find it a very fluid army and one where each unit can change its mind at any time.

In general though it goes something like this:

- Hide everything on turn one if possible.
- Give the opponent first turn in any objective capturing mission – you want the last turn for "24" moves!
- If there is no cover then you'll have to take first turn but do everything you can to minimise casualties by placing your Raiders near each other; if the front one goes down then you have cover.

Working together we now carry out the following tasks:

1. Remove all enemy vehicles. Fire as much as is required at them to either stun or destroy before moving on to the next target. Especially remove template weapons.
Fire in the order: Warrior Squads, Ravager, Raiders.
2. By doing this you take out ranged firepower, templates and transports and, perhaps most importantly, you're removing the enemy ability to react quickly to what you do next.
3. Destroy tanks and barrage weapons first. Transports can be outrun by Raiders and picked off at your leisure.
4. Always move the Talos forward to attract the heavy weapons fire away from your Raiders. Remember the Talos carries a gun with six shots – don't forget to use it!

5. Destroy a squad at a time with firepower – usually from Raider Squads. These move 12" all the time so that they can fire. You have no reason to get into rapid fire range of the enemy unless assaulting. Bolters will bring you down every time!
6. Move HQ and Wyches behind cover or behind the Troop Raiders to get into a position to assault. For sheer intimidation move 24" and see what kind of reaction you get
7. Keep your army together
10. Assault the enemy. You are fast and agile. You should be able to control who attacks who on the battlefield, especially if all the vehicles have been destroyed.
11. By turn two or three at the latest you should be assaulting something. Try and pick off isolated infantry units – particularly once all the enemy vehicles have gone. Your HQ and Wyches should be in combat by now.
12. Use the Raiders to shoot up any potential enemy

1500 Point Dark Eldar Army List

Command Squad

Dracon (agoniser, shadow field, combat drugs, splinter pistol, plasma grenades), 3 Incubi (plasma grenades), 2 Warriors (splinter cannons, plasma grenades), Raider (disintegrator)

Wych Squad

Succubus (agoniser, splinter pistol, combat drugs, wych weapons), 7 Wyches (wych weapons, one blaster), Raider (disintegrator)

3 Raider Squads

Sybarite (agoniser, splinter pistol), 6 or 7 Warriors (one blaster, one splinter cannon), Raider (dark lance)

2 Warrior Squads

10 Warriors (two dark lances)

Ravager (two dark lances, one disintegrator)

2 Talos

- as much as possible. Use the ground troops and Raider guns to pick off potential threats to the Raiders themselves.
8. Your HQ can normally take out any enemy characters and accompanying retinue. But it doesn't always work so make sure to soften them up with shooting first.
 9. Use the Wyches to target any squad you don't want getting into assault. Namely Death Companies, Honour Guards etc. Your dodge save is extra useful against power weapons!
 - reinforcements for ongoing combats. Plus they should shoot at squads who will be shooting in the next turn into any of your sweeping advance units.
 13. Use the Warrior and Raider squads to capture objectives on the last turn if possible.
 14. Remember the mission. Remember the level of mission (Alpha etc).
 15. Remember the mission. (It's worth repeating).
And one over-riding fact to take with you as a Dark Eldar commander:
Sacrifice.

Troops**Warrior Squads**

Main Purpose: Armour

Secondary Purpose: Mission Parameters

Tertiary Purpose: Combat

The Dark Lance is one of the best guns in the game. It hits on a 3+ and will then go through any armour as if its margarine that's been left out in the sun and then micro waved for good measure.

For a mere 100 points you get ten little warriors and two of these fantastic weapons. With a 36" range they should be able to reach the enemy deployment zone with no issue. I find that with two of these units they are very good at criss-cross fire lanes that should make any/all enemy armour think twice about coming anywhere near your lines.

I must admit that even the humble splinter rifle has proved effective under the new rapid fire rules – not something I've done too often but sometimes it's fun to suddenly charge forward and let loose!

With so many other targets in the Dark Eldar army I tend to find these chaps will be left alone for a little while. Excellent as they then get to do their secondary mission of capturing objectives, especially with their fleet of foot.

Also, if the need ever arises I have been known to use these chaps as speed bumps to hold something up ready for the real combat people to arrive.

Raider Squads

Main Purpose: Armour

Secondary Purpose: Combat

Tertiary Purpose: Mission Objectives

These are my jack-of-all-trades troops. Essentially their purpose will fluctuate during a battle. One minute I might use them for tank-busting, the next minute they're out of their transport and charging into combat.

The good thing with these is their sheer versatility. The Raider has the excellent Dark Lance for tank hunting. The troops, who can fire at a different target to the Raider (very important; don't forget this bit!) and can all fire as the vehicle is open-topped, will let loose with their Splinter Cannon and Blaster, plus rifles/pistol. It's a fair amount of firepower and can cause concern amongst even the best units. Don't forget as well that you can move 12" and still fire everything out of the Raider.

Then they have the ability to take out anything in hand-to-hand with an agoniser that cannot be singled out.

Always put these guys ahead of your more important cargo carrying Raiders. Even though they don't block line of sight they do achieve two aims:

1. They focus the mind of your enemy on the nearest threat rather than the potentially more lethal threat just behind.
2. They force your opponent to take a leadership test if he does fancy a pop at the rear targets.

If all else has been achieved then these can go off to carry out mission objectives, covered by their Raider. Remember a Raider can move 24" – this scares everyone as you can redeploy your army in one foul swoop.

Don't be afraid to throw your units away if it will suit your overall objective – including your HQ. In Alpha Level missions points don't matter so be prepared to kill off all your expensive units and, with luck, your opponent will

be so pleased that he's taken out your HQ that they'll only realise at the end of the game when they lose the mission that that was your plan all along.

Be evil. Be nasty. Be twisted.

Heavy Support**Ravager**

Main Purpose: Armour

Secondary Purpose: Infantry

Tertiary Purpose: Intimidation

The main battle tank of the Army. Honest. With its whopping armour 11 it is actually more robust than you might think. However, I always expect it to die so make the most of it whilst you can.

My configuration includes one marine killing Disintegrator and two vehicle/marine killing Dark Lances. Ensure you only move 6" or less and you can fire all three guns at once. However, you will also be susceptible to penetrating hits so be very careful how/where you place this guy. Make sure you take out whatever it can see otherwise you'll be in trouble.

Also, I now make sure that whenever he finishes moving I face him towards the main bulk of the opponents army. Why? For when he takes an immobilised result. Eh? Remember that as a skimmer who has moved less than 6" you float to the ground and do not crash; this means you effectively become a bunker with full armament! Your opponent still needs to expend firepower on you. Oh and you also block line of sight now so make sure you use the cover if you can.

You can also do a Raider and fly off 24" to capture stuff if you're still floating at the end of the battle!

Nifty things Ravagers...

Talos

Main Purpose: Intimidation

Secondary Purpose: Combat

Tertiary Purpose: Mission Objectives

One of my favourite units due to its sheer intimidation value. Most people you come up against will throw everything they have at this beauty and then wonder why the rest of your army has suddenly hit their lines.

The distraction value alone is worth the 100 points.

They will, however, die to mass heavy weapons fire so be prepared to lose them fairly often. Mine rarely survive the battle and if they do it's because they have gone after objectives instead.

Their main disadvantage is their speed as they only move 6"; you'll see this quoted as the main reason people don't take 'em. Balderdash I say. Yes, they're slower than the rest of your army but their purpose is not to fly into hand-to-hand. Nope. Their purpose is to take all the flak away from every other unit on the table to allow them to get into hand-to-hand.

If my army is in assault and my Talos is dead then I'm happy as it's done its job.

You may have noticed that I take two. Why? Cover for each other. Place them together and, suddenly, you have something that people will steer clear of. Well, would you get into charge range of something that has six wounds and toughness 7, will hit you on 3's mainly, will tear you apart with Strength 7 power claws and can have a maximum of 14 attacks on the charge? Well, would ya??

Oh and it's a monstrous creature so counts as ten wounds in combat and blocks line of sight. Very handy for advancing behind.

Get out there and start reaping souls. It's good for you.

Nick Jenkin
Dark Lord Muppet

THE SAD MUPPET SOCIETY

*valde tristes sumus...
(we're very sad indeed...)*

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Other Muppet David Offen-James
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(in no particular order of importance or achievement)

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No goblin fanatics were harmed in the publication of this Newsletter.

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THE LEAGUE 2005



The league is a chance for members to test each other's metal (again).

- A win is worth 2 points
- A draw is worth 1 points (any result where the winning margin is 10% or less of the starting values of the armies involved or defined as a draw by the scenario)
- A loss is worth 0 points.
- A bonus point can be earned for winning against someone with a better rating than you in the league.
- And you must play at least ten games to be in contention for the title and you must be a member.
- Remember any game can be a league game as long you agree with your opponent beforehand.

**Nick Jenkin
League Muppet**

Bragging Rights 2005 (as of 15/08/2005)

| Player | Played | Won | Drawn | Lost | Bonus | Points | Rating |
|------------------|--------|-----|-------|------|-------|--------|--------|
| Richard Kerry | 18 | 14 | 1 | 3 | 3 | 32 | 1.78 |
| Mark Waple | 10 | 6 | 1 | 3 | 1 | 14 | 1.40 |
| Nick Jenkin | 20 | 10 | 3 | 7 | 3 | 26 | 1.30 |
| Andrew Driver | 11 | 5 | 1 | 5 | 3 | 14 | 1.27 |
| Dave McCoy | 13 | 7 | 0 | 6 | 2 | 16 | 1.23 |
| Paul Russell | 16 | 8 | 1 | 7 | 2 | 19 | 1.19 |
| Dave Offen-James | 15 | 5 | 1 | 9 | 1 | 12 | 0.80 |
| Dave Driver | 10 | 2 | 3 | 5 | 1 | 8 | 0.80 |
| Mark Freeth | 14 | 4 | 3 | 7 | 0 | 11 | 0.79 |
| Daniel Gibbons | 10 | 3 | 1 | 6 | 0 | 7 | 0.70 |
| Duncan Stradling | 2 | 2 | 0 | 0 | 0 | 4 | 2.00 |
| Matthew Pinto | 8 | 7 | 0 | 1 | 0 | 14 | 1.75 |
| John Barter | 9 | 7 | 0 | 2 | 0 | 14 | 1.56 |
| Ian Westmordland | 6 | 4 | 0 | 2 | 1 | 9 | 1.50 |
| Paul B | 2 | 1 | 0 | 1 | 1 | 3 | 1.50 |
| Ben Dove | 5 | 2 | 2 | 1 | 1 | 7 | 1.40 |
| Mark Walker | 6 | 2 | 1 | 3 | 2 | 7 | 1.17 |
| Antony Walls | 4 | 2 | 0 | 2 | 0 | 4 | 1.00 |
| Jamie Morton | 4 | 1 | 2 | 2 | 0 | 4 | 1.00 |
| Blair | 2 | 1 | 0 | 1 | 0 | 2 | 1.00 |
| Kevin Bacon | 2 | 1 | 0 | 1 | 0 | 2 | 1.00 |
| Nathan White | 6 | 2 | 1 | 3 | 0 | 5 | 0.83 |
| Ross McNaughton | 6 | 1 | 0 | 5 | 1 | 3 | 0.50 |
| Peter Hibbett | 4 | 1 | 0 | 3 | 0 | 2 | 0.50 |
| Nick Doran | 8 | 0 | 1 | 7 | 0 | 1 | 0.13 |
| Richard Crane | 3 | 0 | 0 | 3 | 0 | 0 | 0.00 |
| Les Fulbrook | 2 | 0 | 0 | 2 | 0 | 0 | 0.00 |
| Roger Winter | 1 | 0 | 0 | 1 | 0 | 0 | 0.00 |
| Steve Mesmer | 1 | 0 | 0 | 1 | 0 | 0 | 0.00 |

GCN OPEN PLAY LEAGUE

The GCN Open League is a system which allows various clubs of the Gaming Club Network to play each other (in a particular system) and at the end of the year by invited to the Open Play Finals at Warhammer World.

Richard Kerry

OPL: Warhammer 40000 (as of 15/08/2005)

| Club | Played | Won | Lost | Drawn | Unpainted | Points |
|-------------------------|--------|-----|------|-------|-----------|--------|
| The Sad Muppet Society | 7 | 3 | 2 | 2 | 0 | 11 |
| Spiky Club | 4 | 3 | 1 | 0 | 0 | 9 |
| Oxford Gaming Club | 5 | 2 | 1 | 2 | 0 | 8 |
| Yeovil Wargaming Club | 3 | 0 | 3 | 0 | 0 | 0 |
| Bracknell Forest Gamers | 1 | 0 | 1 | 0 | 0 | 0 |